



# SEATTLE FIRE DEPARTMENT

## FIREFIGHTER I

### Skill Sheet

### Bunking

#### 5.1.2- Bunking

**Recruit:** \_\_\_\_\_

**Date:** \_\_\_\_\_

Your Company has received an alarm of fire. Prepare to turnout by fully bunking. Time starts when you touch your flash hood and stops when your gloves are on. Do you have any questions?

STANDARD: NFPA 1001, 2013 Edition 5.1.2		TASK: Fully bunk.			
PERFORMANCE OUTCOME: The recruit will fully bunk in preparation for boarding an apparatus.					
CONDITIONS: Given full PPE (radio, turnouts and battle lantern), the recruit will:					
No.	TASK STEPS	FIRST TEST		RETEST	
		Pass	Fail	Pass	Fail
1	Radio. a) Sling radio on left side. b) Connect sway strap. c) Select correct channel and radio is off.				
2	Flash Hood. <b>TIME STARTS</b> (Touches hood)				
3	Bunking pants. a) Remove station boots. b) Step into both bunking boots. c) Pull up suspenders around radio.				
4	Turnout coat. a) Sling coat engaging wristlets. b) Connect snaps. c) Pull radio mike through coat at chest level and clip to mike keeper. d) Secure all Velcro and close caller. e) Carefully pull flash hood back or roll it over the collar.				
5	Battle Lantern and Service Axe <b>TIME STOPS</b> (Touches lantern)				
6	a) Slings battle lantern on right side b) Dons service axe on right side				
7	Helmet. a) Ear flaps positioned so that they can be pulled down while the helmet is worn. b) Helmet fitted so that it will remain in place without a chin strap. c) Chin strap against chin.				
8	Gloves. (donned from bunking pants pocket)				
9	WITHIN SFD TIME STANDARD 0:60				



# SEATTLE FIRE DEPARTMENT FIREFIGHTER I


Instructor/Recruit Comments:

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Instructor (Print & Sign)

Date

Recruit

Date